Design Document;

The chosen period/theme of the game was including renaissance theme, so most design aspects of the game will be influenced by this.

**Subjects I will discuss.**

* NPC’s.

To find what clothes the characters in our renaissance themed game where wearing and what kind of colors their outfits where, I constructed a mood board of outfits, hairstyles characters and other images relevant to establishing the NPC’s design.

The clothes and animals in this mood board helped inspire ideas for jobs, creatures, companions and the clothes they will all wear.

* Overworld/Terrain.

I also made a mood board of renaissance buildings and terrain such as farmland and mountains to construct an overworld around that the player would then establish his colony in.

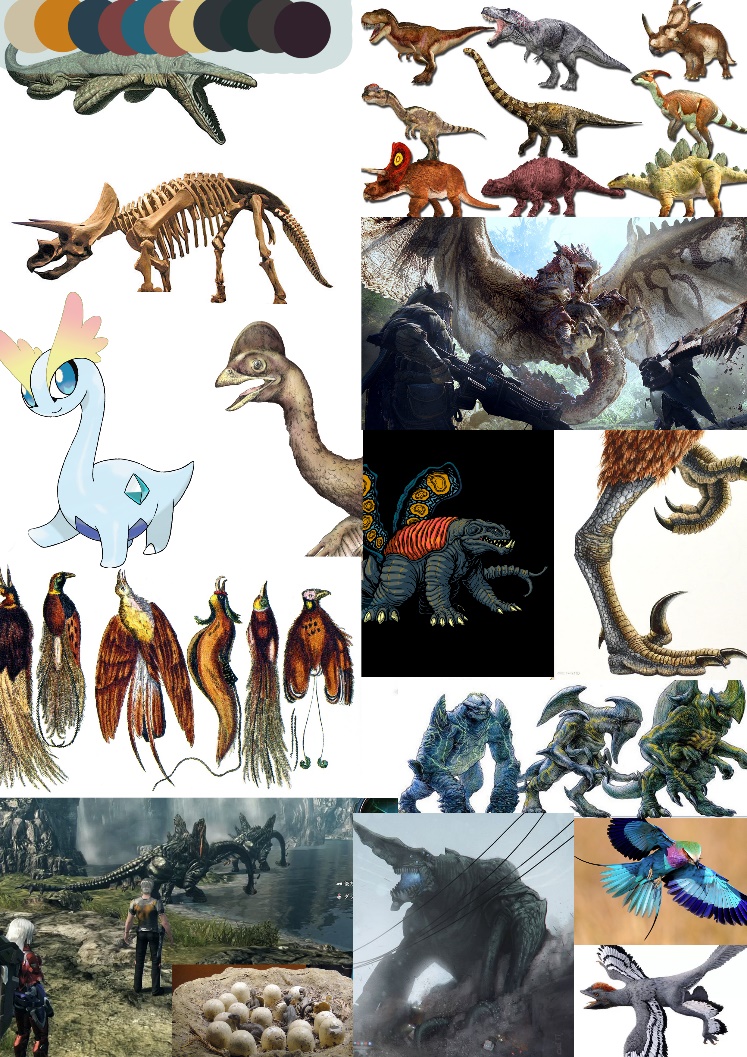


As you can see from the mood board I will be using a lot of terrain such as fields and forest surrounded by mountains and rivers as a form of gating (which I will talk about later), the buildings on the mood board that I had chosen where to simply demonstrate the architecture and structures used as I will not be making the buildings although I want to use them as grounding to then see how they would be implemented into the overworld.

The overworld will be mainly fields and forests with mountains around the outskirts and water around further outskirts, waterfalls and ponds will also be included and different grasslands depending on its purpose.

* Enemies/Creatures.

Like the mood board for the NPC’s I used it to establish what monsters/dinosaurs I could potentially use, taking notes on them to put them with the correct resources that would suit theme and design. The mood board below has all the resources and dinosaurs I could potentially use to help build the games eco-system.



* Color Palettes.

Each mood board contains an isolated color palette of the most common colors to help me establish what colors each character, monster, building and even terrain should have.

* Gating.

An idea I came up for the game which I wanted to briefly mention in the design document is the concept of gating via of the terrain of the map, such as making bridges to advance over rivers or digging through mountains.